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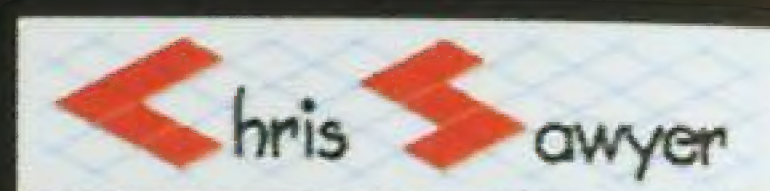
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XBOX



RollerCoaster TYCOON®

Infogrames™

SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

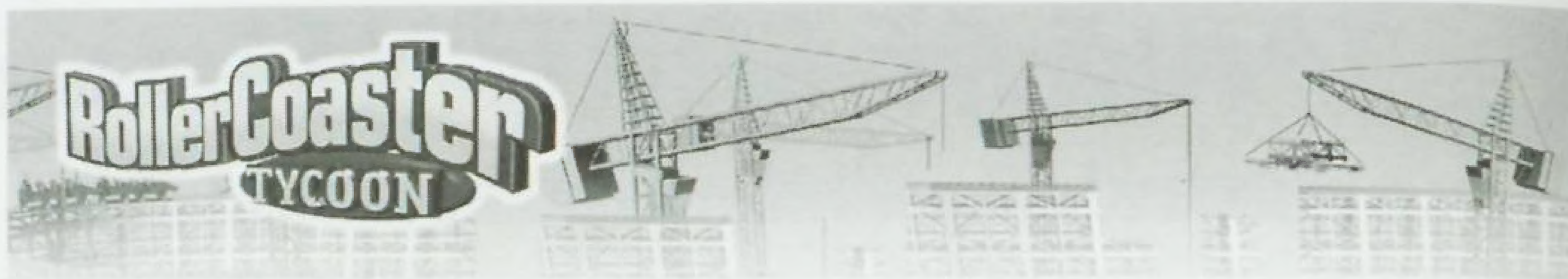
Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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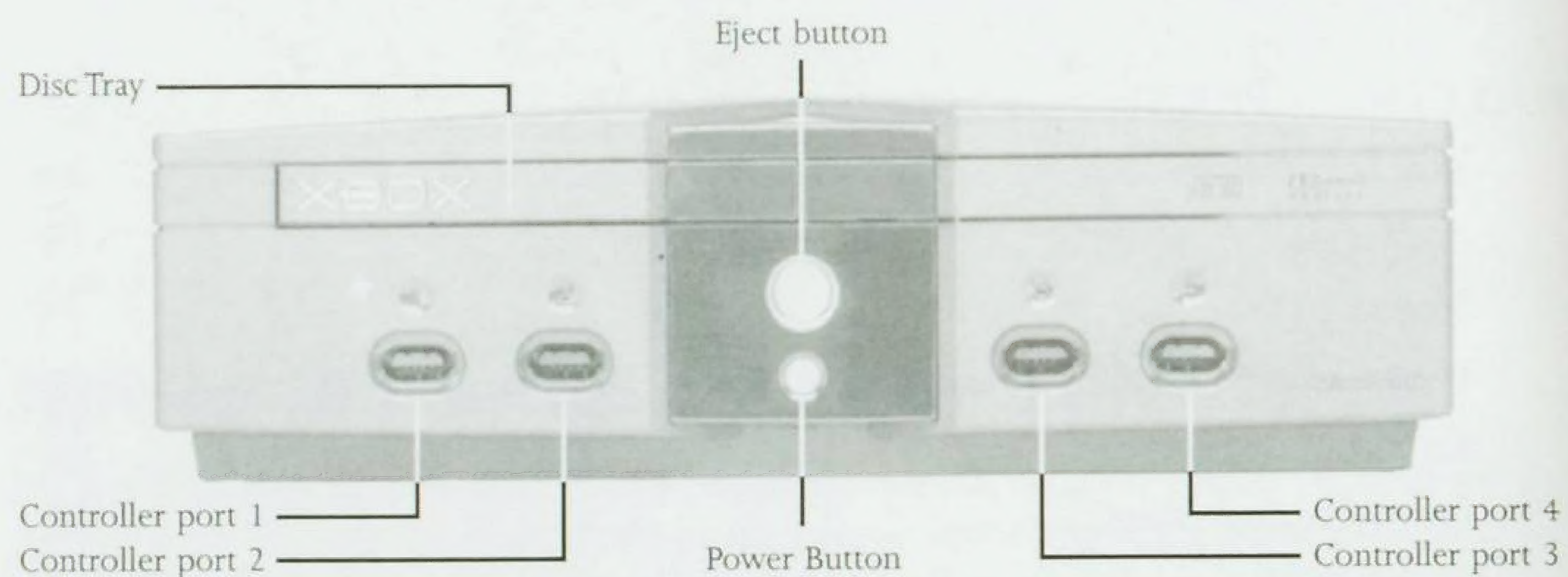
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USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the RollerCoaster Tycoon® game disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing RollerCoaster Tycoon.



Avoiding Damage to Discs or the Disc Drive

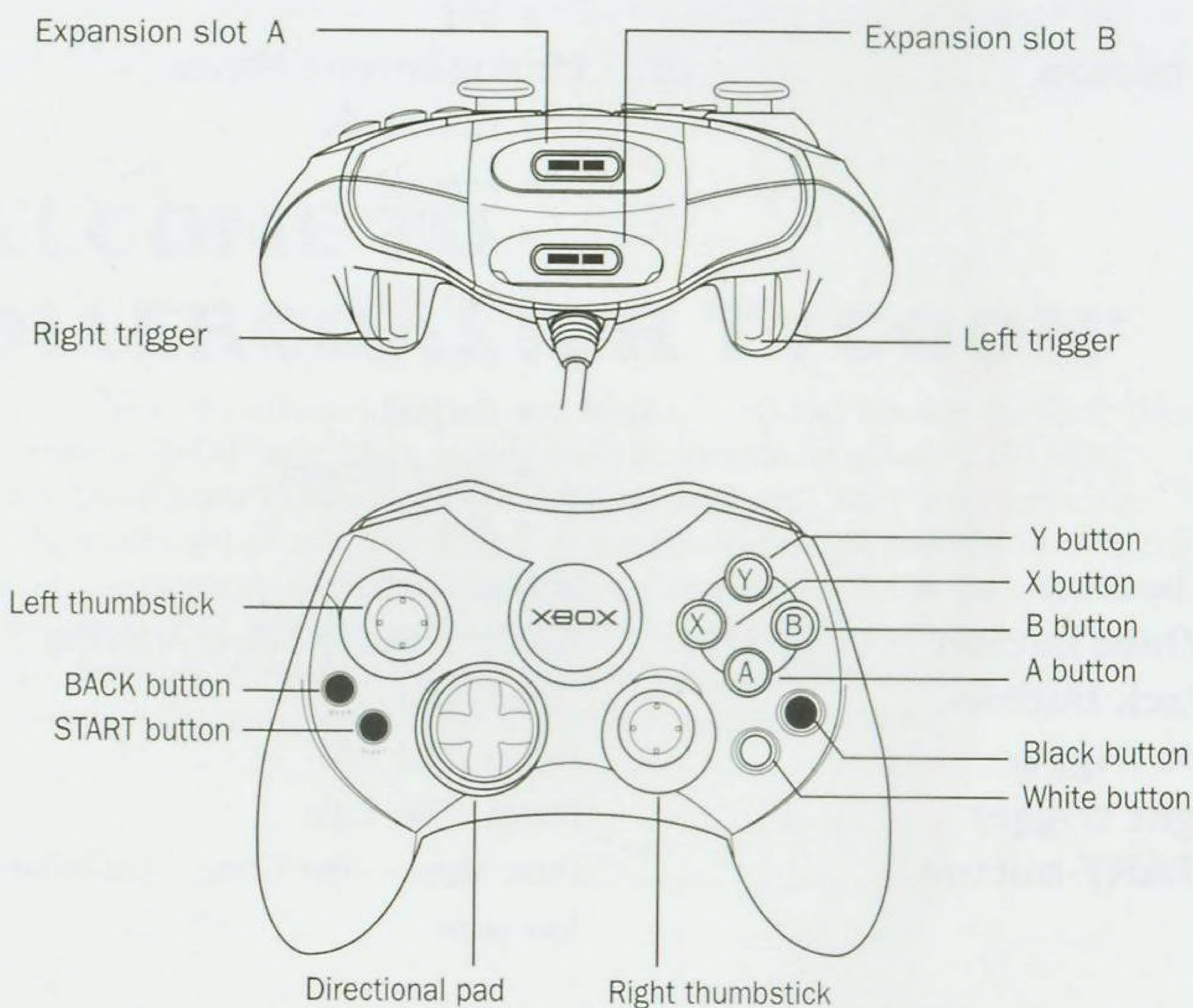
To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.



USING THE XBOX CONTROLLER

1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play the RollerCoaster Tycoon game.



Control

left thumbstick	Move Magnifying Glass
left thumbstick button	Magnifying Glass Toggle ON / OFF
right thumbstick	Smooth Pan Left / Right / Up / Down
directional pad	Zoom In / Zoom Out / Rotate Viewpoint
A button	Select

B button

Construction Menu

- View Options
- Land Tool
- Water Tool
- Add Scenery
- Add Paths
- Construct Rides
- Sound / Music Options
- Map

X button

Management Menu

- Financial Info
- Research
- Ride List
- Park Info
- Guest Info
- Staff Info
- Recent Messages
- Map

Y button Message Location

White button Bulldoze / Modify Ride or Attraction

Black button Close Window

left trigger Button / Tab Left

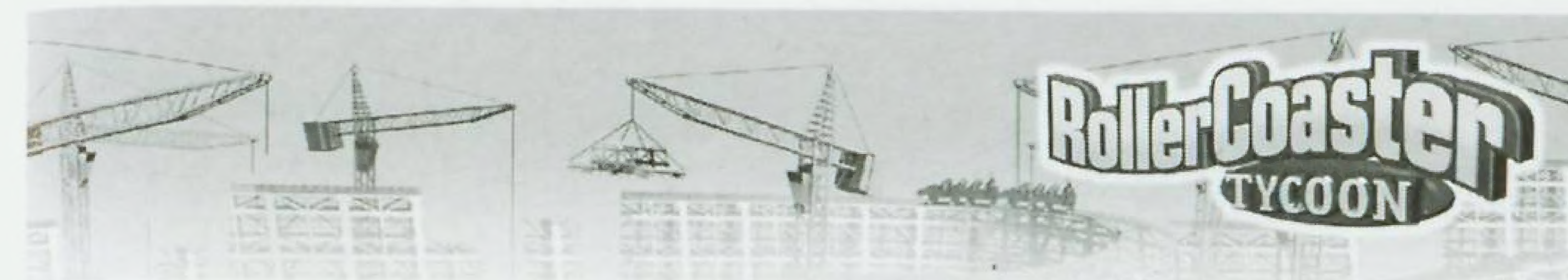
right trigger Button / Tab Right

START button Pause Menu — New Game / Load Game /
Save game

Language Selection

You can only set the language when you start the game.

Action



SAVING AND LOADING

You can save your progress at any time by pressing the **START button** and selecting Save from the Pause Menu.

To load a previously saved game, choose Load from the Main Menu, or press the **START button** while playing and select Load from the Pause Menu.

To save a track design, click the **Save** button (diskette icon) in the **Main View** tab of any **Ride** window. (See page 22 for more details.) **Note:** The **Save** button only appears after you have successfully tested a ride.

TIP It's a good idea to save your game before you spend a bunch of money creating a new custom ride or an ambitious landscaping project. Saving your park at the beginning of each year is also helpful.

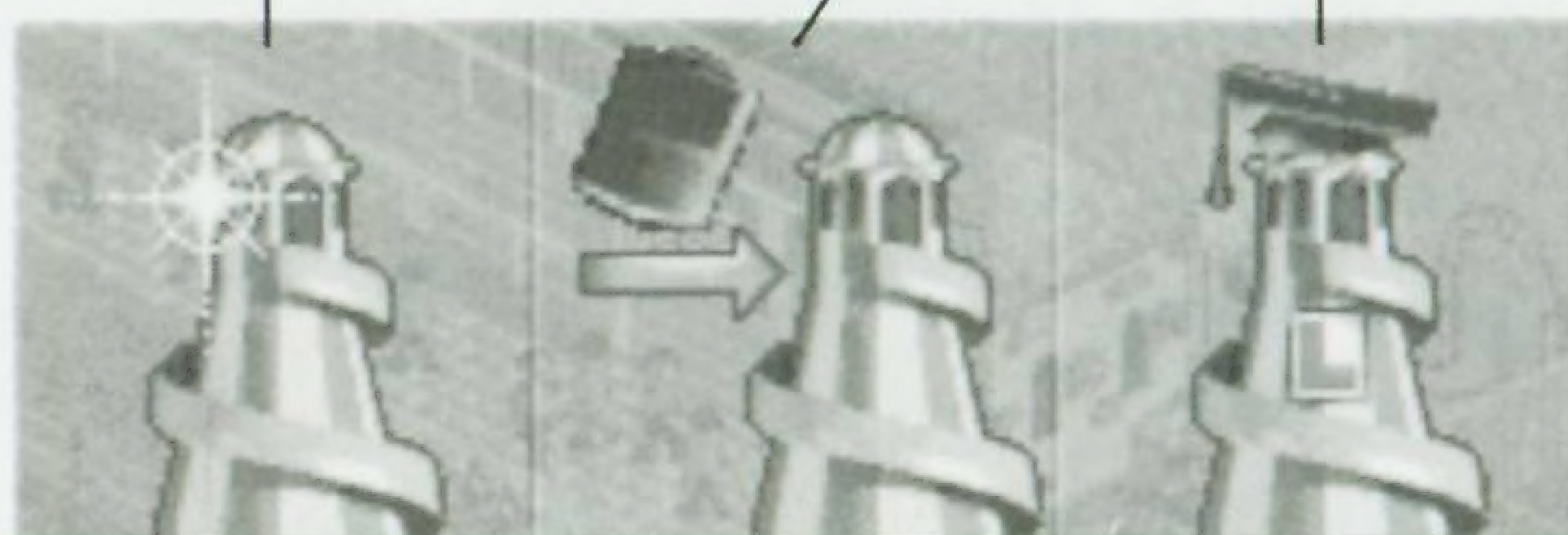
WELCOME TO ROLLERCOASTER TYCOON®

It's the game loved by millions that lets you design, build and manage the thrill park of your dreams. The all-new Xbox version incorporates the original PC CD-ROM games RollerCoaster Tycoon®, Corkscrew Follies™ and Loopy Landscapes™. Start from scratch or take on the challenges of an existing park. Add profitable shops, colorful landscaping and the most outrageous thrill rides imaginable! Create entire theme parks in amazing environments like IceWorld, Jurassic, Medieval and Martian. Find out what your park visitors are feeling and meet their needs to make your profits soar. It's totally addictive and totally up to you! Perfect for novices and experts alike!



MAIN MENU

Start New Game Load Saved Game Tutorials



Start New Game

This is where your fun begins! Click on the **Start New Game** button and you're on your way. *RollerCoaster Tycoon* includes many park scenarios. What you see is the **Scenario Selection** window.

The scenarios that come with the game are divided into four categories, indicated by tabs. The **Original**, **Added Attractions** and **Loopy Landscapes** categories each contain five scenarios that you can play right away. You must complete one of these scenarios to unlock the next one in the list. The **"Real" Parks** category contains three scenarios based on actual amusement parks, where you can test out your tycoon skills. The **Extras** category contains just one park at the beginning of the game — but check back here after you've played through the other scenarios for unlocked secrets.

Move the cursor over a tab and press the **A button** to see the scenarios listed under that category. When you move the cursor over a scenario name, information about that scenario is displayed. Move the cursor over a scenario name and press the **A button** to play it. Press the **Black button** to go back to the Main Menu without choosing a scenario.

Load Saved Game

Click here if you want to pick up where you left off in a saved game.

Tutorial

If you want to learn the basics of building and running your own park, we recommend you click on **Tutorial** first. It will lead you through all of the basic functions of the game, including building a simple roller coaster, constructing paths, hiring staff, and more.



ON BEING A TYCOON

Even when you're destined for greatness, you've got to take things one step at a time. If you are going to succeed at the challenging task of building and managing your own amusement park, you must mind the details.

The opportunities for failure are numerous. You can let your park fall into disrepair, overcharge or over-nauseate your guests, or overdraw your bank account. Guests can get lost, hungry, bored, disgusted and depressed. Rides can break down, break apart and go out of style. Flowers can die, research can dwindle and your marketing plans can go awry.

Your first step is to learn the interface.

Moving Around the Main View

As a successful tycoon, you're going to have to take in both the big and the little picture. To do this you'll need to master the **Main View** navigation controls:

Move Cursor — Move the **left thumbstick** to position the on-screen cursor.

Click on an Item — When this manual refers to "clicking" on a window or icon, it means to use the **left thumbstick** to position the cursor above that item, and then press the **A button** to "click" it.

Move Window — To reposition a window, move the **left thumbstick** to position your cursor at the top of the window. Press and hold the **A button** while you move the **left thumbstick** and the window will move.

Close Window — Press the **Black button** to close the window your cursor is positioned over.

Reposition Main View — Move the **right thumbstick** to reposition the **Main View**.



Snap To — Many windows contain a Snap To icon. Click on this to reposition the **Main View** relative to that window.

Zoom Out — Press down on the **directional pad** to enlarge the amount of the park you see in the **Main View**, but display less detail.

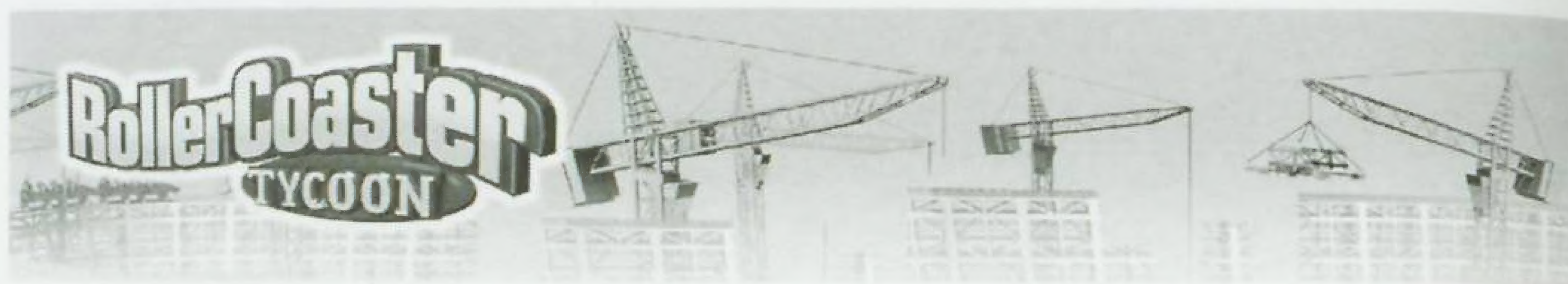
Zoom In — Press up on the **directional pad** to take a step closer to the action, and display a smaller area of the park in more detail.



Magnifying Glass — Press the **left thumbstick button** to change your cursor into a magnifying glass, which you can use to zoom in on the smallest on-screen details. Press the **left thumbstick button** again to close the magnifying glass.

Rotate View — Press right and left on the **directional pad** to rotate the landscape a quarter turn (90 degrees) clockwise and counterclockwise.

Pause — Press the **START button** to stop time until you press the **START button** again. All activity stops in the park and you cannot build while the game is paused. You can do other tasks, however, including looking at statistics, dealing with finances, managing staff, redecorating rides and eavesdropping on your guests' thoughts.



Common Window Elements

Some buttons and tabs open up new windows and reveal more information and features. These windows are explained in detail later in this manual. Most windows share these common interface elements:



A. Tabs – Many windows contain a row of tabs, which organize the statistics, feedback and options you will need to access while playing the game. Click on a tab to display the information it contains. **Note:** You can pull the **left trigger** or **right trigger** to move your cursor between any tabs or buttons in a window.

B. Icons – Clicking on an icon activates a specific game element.

C. Drop-Down Menus – Press the **A button** while over a menu to display it, then move the cursor over the menu item you wish to select and release the **A button** to select it.

Game Menus

The two Game Menus contain all the tools you need to create and maintain a thriving amusement park. Open a Game Menu by pressing and holding the button associated with it (**B button** = Construction Menu; **X button** = Management Menu). Then, use the **left thumbstick** to select an icon and release the button to open the window associated with that icon. Both Game Menus contains the following information.

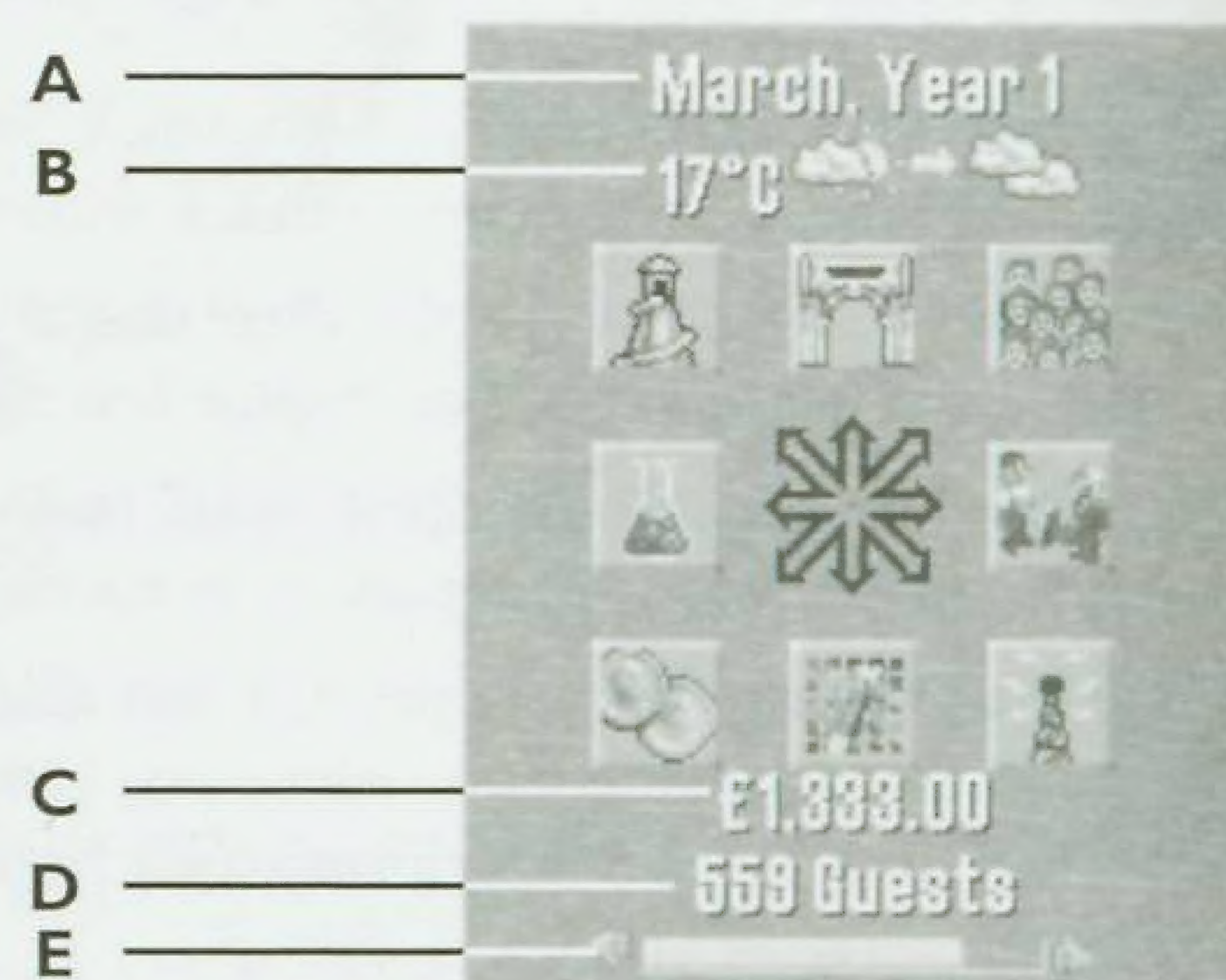
A. Date – Some of the objectives in the scenario are time-based — keep an eye on the calendar so you don't miss a deadline. **Note:** Years are measured from March to October, since parks typically operate seasonally.

B. Weather – Look here to see the current temperature and current and predicted weather conditions.

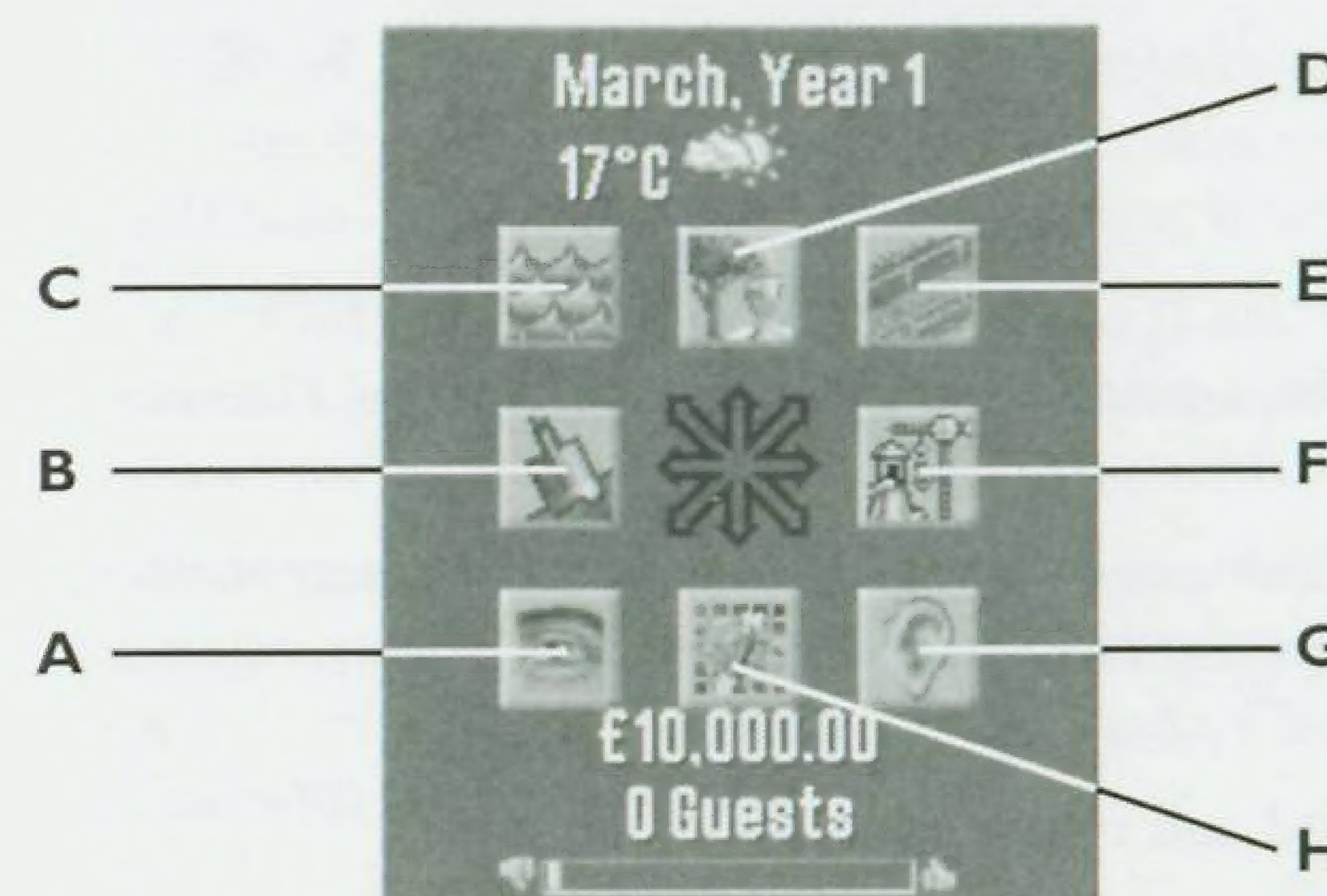
C. Cash – This is the amount of cash you currently have on hand.

D. Guest Population – This is the number of people currently in your park.

E. Park Rating – The longer the green line, the higher your park rating. You can see an exact numerical reading of your park rating in the **Park Information** window (see page 11).



Construction Menu (B button)



A. View Options – Sometimes — when you're building structures, for example — you need an uncluttered view. The **View Options** menu includes helpful tools for this. Select an item from the menu to toggle it ON / OFF. You can have any combination of view options — or even all of them — activated at the same time.

- **Underground View** – Makes the land surface translucent and provides an underground view. Use this when building underground.
- **Underwater View** – Completely removes the water graphics, allowing you to see the landscape beneath lakes.
- **Remove Base Land** – Completely removes the land graphics, allowing you to see underground rides and scenery more easily.
- **Remove Vertical Faces** – Completely removes the vertical "cliff faces" on landscapes.
- **See-Through Rides** – All of your attractions (including shops and stalls) become invisible.
- **See-Through Scenery** – The scenery (trees, bushes, walls, and so on) becomes invisible.
- **Invisible Supports** – The structural supports of your rides become invisible, offering a clearer view of the areas beneath them.
- **Invisible People** – All guests and staff are removed from sight. This is quite helpful when your visitors are roaming your park like swarms of bees, obscuring everything.
- **Gridlines on Land** – Gridlines are shown on the landscape.
- **Height Marks** – There are three options for displaying height marks: on Land, on Ride Tracks and on Paths. This marks every square of land, path or ride track with its height level relative to the elevation of your park gates. This is handy when you're trying to match up sections of footpaths or track, and for making the most efficient use of your landscape.

B. Land Tools – Think of the land tools as your paint and paintbrushes. When you go out to craft and tame the land in your park, the tools will help you. Land is the feature you use to adjust the height and slope of any landscape tile (square) in the park. (See Excavating on page 13.)



C. Water Tools – If you lead a guest to water, you can probably get him to cool down on a water ride! Use the water tools to create lakes, rivers and ponds. (See Excavating on page 13.)

D. Scenery / Theme Objects – Scenery objects include gardens, statuary, benches, shrubs, and other useful or decorative non-ride items in your park. (See Scenery on page 14.)

E. Build Footpaths / Queue Lines – You'll use this option often, as you fill your park with (and tear up) walking paths, queuing lines, ramps and bridges. (See Footpaths and Queue Lines on page 16.)

F. Build New Ride / Attraction – This opens the **New Rides & Attractions** window, where the fun really begins (and the cash starts to flow). (See Ride Construction on page 18.)

G. Volume Control – Adjust the sound and music volumes.

H. Mini-Map – Click on this button to open the **Mini-Map** window, which is a map of the entire park area with tiny representations of paths, rides and guests. Land owned by the park is colored a lighter shade. Click anywhere on this map to center the **Main View** there.

Management Menu (X button)

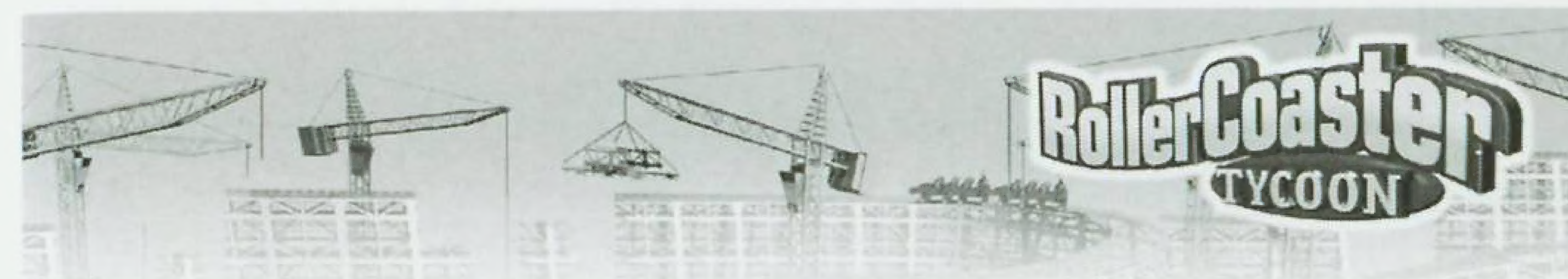
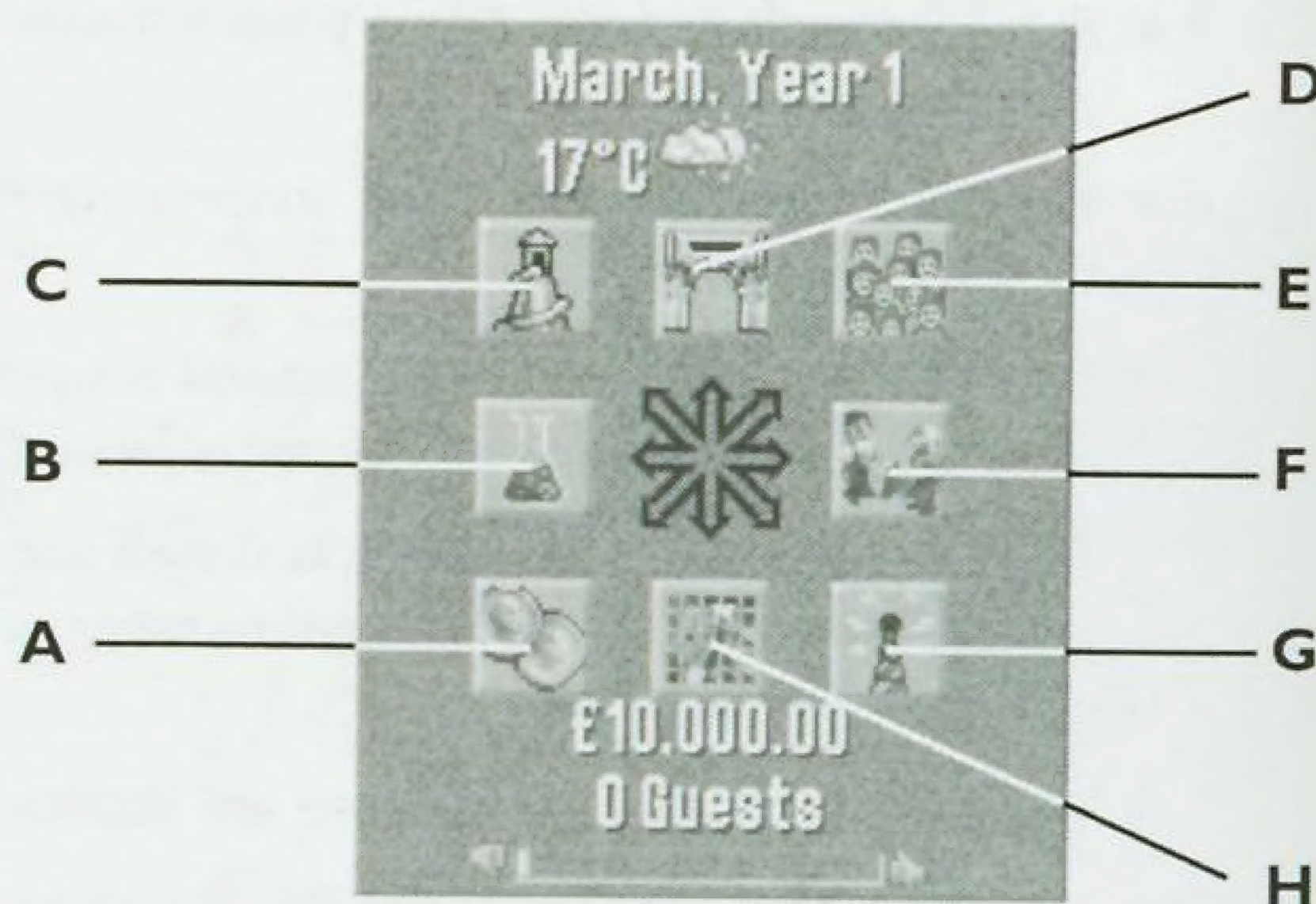
A. Financial Info – This icon shows you the money (opens the **Financial Summary** window). (See Finances on page 31.)

B. Research – Select this icon to open the **Research** window, where you can adjust your research goals.

C. Ride List – To really excel as a "roller coaster tycoon," you must analyze park data and adapt to changes so your guests remain happy, and eager to spend time and money in your park. The **Rides / Attractions** window presents a number of useful overall reports on every ride and facility in the park. (See Caring for Your Rides on page 22.)

D. Park Info – This button does the same thing as clicking on the park entrance: It opens the **Park Status** window. (See Park Information on next page.)

E. Guest Info – You were born to be a tycoon, and the visitors who come to your parks thank you! Click here to learn more about the little people you love to entertain. (See Caring for Guests on page 28.)



TIP When it rains, all of your guests will want umbrellas, and the only place they can get them is at your Information Kiosks and Souvenir Stands. Make sure you're not undercharging for them.

F. Staff Info – This opens the **Staff** window, where you can hire, control and fire park employees. (See Staff on page 24.)

G. Recent Messages – Select the **Recent Messages** icon to list recent on-screen announcements, such as ride breakdowns, new research discoveries and awards.

H. Mini-Map – Click on this button to open the **Mini-Map** window, which is a map of the entire park area with tiny representations of paths, rides and guests. Land owned by the park is colored a lighter shade. Click anywhere on this map to center the **Main View** there.

BUILDING A PARK

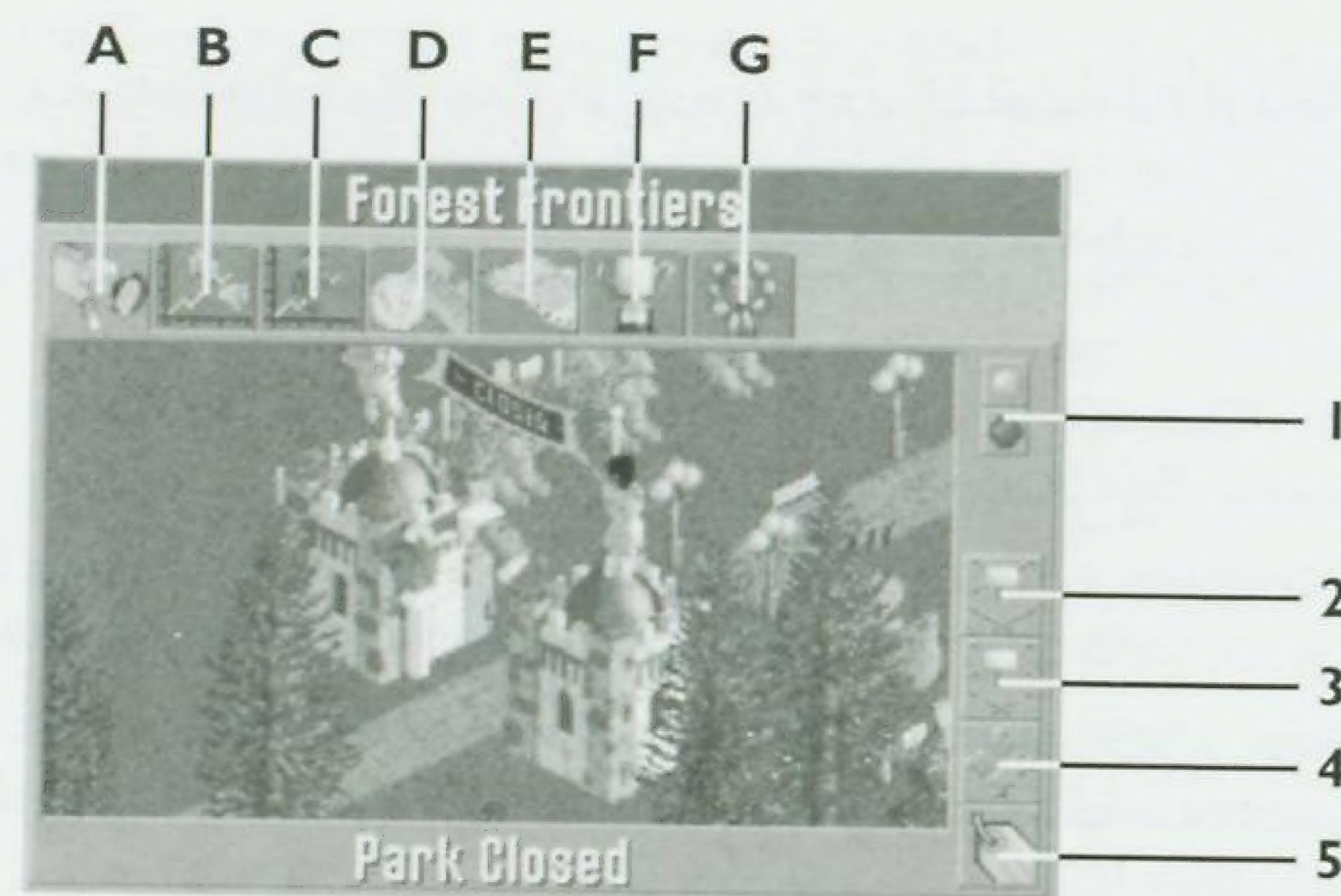
Park Information

The **Park Information** window is the first window that opens when you start a new game. (You can open the **Park Information** window up at any time by pressing the **X button** and selecting the **Park Information** icon, or by clicking on your park gate or the boundaries of your park.) If you're building a new park, you'll probably want to install a few attractions and facilities before you open your gates to guests, but when you eventually officially open your park, this is the place to do it.

This is also where you can set your admission price (unless you are playing a scenario with no gate admission). You will probably return here to adjust the admission price as you add attractions (and go deeper into debt).

TIP Keep an eye on your guests' thoughts. If lots of them are thinking about what a great value your park is, maybe you should raise the admission price.

The **Park Information** window is also where you can buy or lease more land for your park.



A. View Park Entrance – Take a look at the entrance to your park. (This is a handy spot to drop off those lost guests you may bump into now and again.) This window has five icons on the right side, indicated by numbers in the screen shown above.

1. **Open / Close** – Click on the green light to open your park for business. Click on the red light to close it.
2. **Buy Land** – Sometimes you just don't have enough room to spread your wings. When you run out of space to place your attractions, click on this icon to see land near your park that is for sale. Each square of land for sale shows up on the landscape with a little white sign on it. (Land that you own shows up as a fenced-in blue grid.) Click on a square of land to buy it.
3. **Buy Construction Rights** – Sometimes a landowner can't or won't sell, but doesn't mind letting you hang a corner of a coaster over his property. This option lets you purchase the right to build all or part of an attraction on a parcel of land. When you click on this icon, every square of land with construction rights for sale shows up with a blue-striped sign on it. Click on a square of land to buy construction rights.
4. **Snap To / Locate** – Click on this icon to center the park gate in the Main View.
5. **Rename** – Click here to rename your park.

B. Park Rating – Some scenarios require that your park achieve a certain rating — a sort of overall tycoon score. This tab shows your current park rating and a graph of that rating over time.

C. Guests – Click on this tab to see how many guests are currently visiting your wonderful park, as well as a graph of your park population over time.

D. Admission – Click on this tab to set the ticket price for your park. It also displays the number of admissions to your park to date, as well as total income from admissions.

E. Park Statistics – This displays global data on different aspects of your park, including overall size, number of rides, staff and number of guests in the park.



F. Objectives – Click on this tab to view the goal of the current scenario.

G. Awards – From time to time you might win a special award — it might be quite wonderful, or it might be a badge of shame! Click on this tab to view your park's awards.

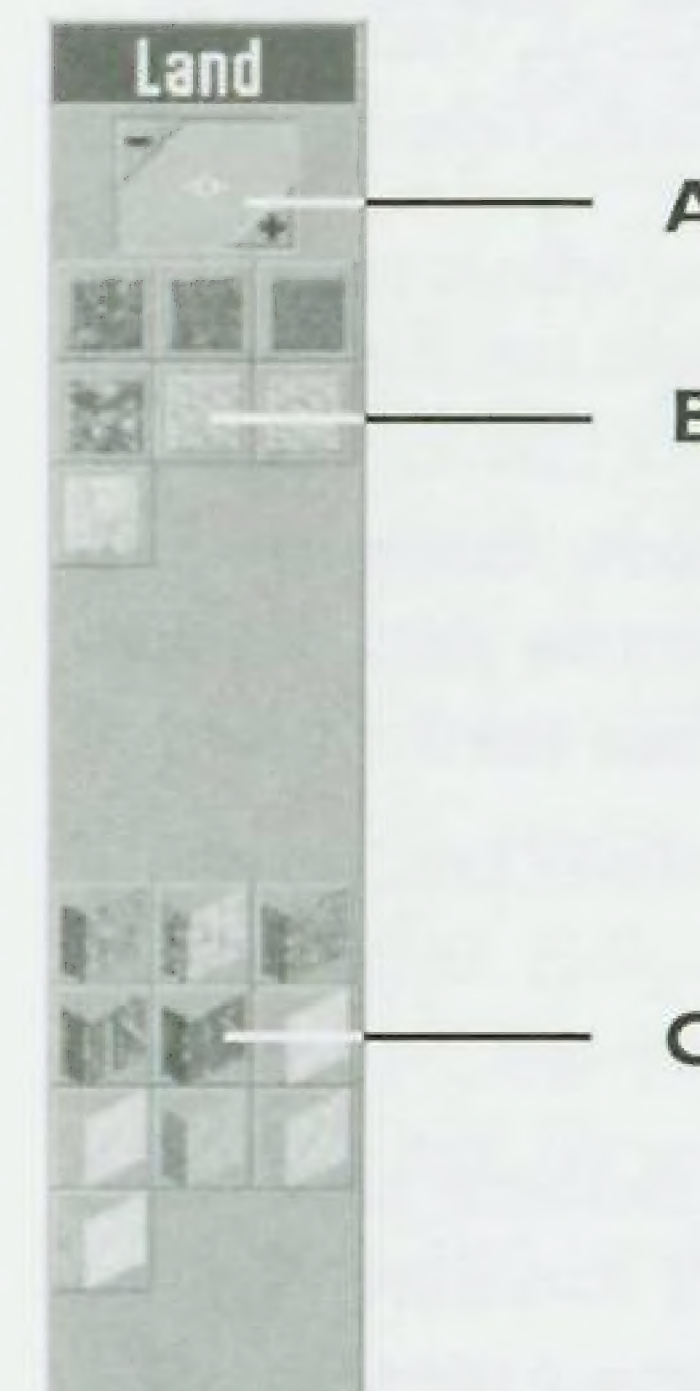
Excavating

Reshaping the land to accommodate the roller coasters, trains, paths, tunnels, gardens, water rides and theme areas comes with the territory, so to speak. To run most successful parks, you're going to have to push some dirt.

The **Land** tools let you create hills, dig holes, and change the color and texture of your landscape. The **Water** tools let you create bodies of water — a prerequisite to building some types of water rides.

Land and Water Windows

Press the **B button** and select either the **Land** or the **Water** icon to open a window where you can choose the size of the "brush" you use to alter the landscape. Only the **Land** window lets you assign color and texture to the areas you modify.



A. Brush Size – This shows the size of the area that you will affect by clicking on the landscape. Brush size ranges from one square to a 5-by-5 grid. To increase or decrease the size of the brush, click the **[+]** and **[-]** icons.

B. Surface Textures (Land only) – The icons in the top part of the **Land** window represent surface textures. Click on a texture to select it, and that texture will be applied to any land you excavate.

C. Edge Textures (Land only) – The icons in the lower portion of the **Land** window represent edge textures. Click on an edge texture icon to apply it to the vertical edges of the land you are excavating.

Raising and Lowering Land

When you're using the **Land** tool, the cursor becomes a shovel, with an arrow pointing to the center of the grid that defines the size of your brush. When you're using the **Water** tool, the cursor looks like waves, also with an arrow pointing to the center of the grid.



To raise or lower land or water, press and hold the **A button** (the down arrow will change to a double-arrow). Move the **left thumbstick** up and a chunk of land or water the size of your brush will rise up from the landscape. Move the **left thumbstick** down to lower an area the size of your brush. Release the **A button** when you're done.

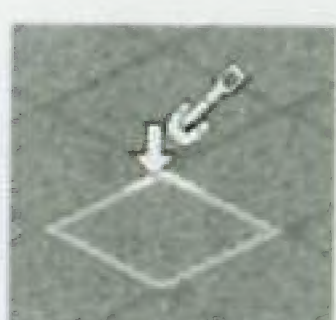
TIP You can only fill an area with water from the ground up. If you want water at or below ground level, you must lower the land first.

When you raise or lower a large area of land or water, the lowest parcels rise and the highest drop first, until every square is on the same level. Then, the area moves as a whole.

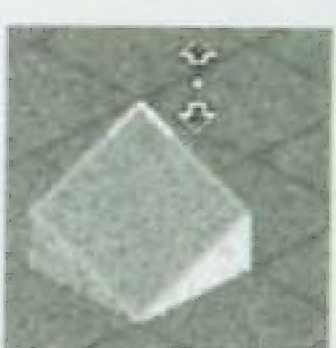
You are charged for each square of land or water that you raise or lower. You are also charged for applying a new texture to a square of land, which you can do simply by clicking the land.

Sloping Landscape

You will notice that when you raise or lower land using a large brush, the edges rise straight up with no slope whatsoever. To remedy this sheer cliff look, you've got to fine-tune the edges and add a nice slope to your raised or lowered land.



To do this, use a one-square sized brush, which lets you adjust each corner of a land square separately.



If you position the cursor near a corner of the land square, that corner is highlighted. Press and hold the **A button** while you move the **left thumbstick** to raise or lower only that corner. Release the **A button** when you're done.

Scenery

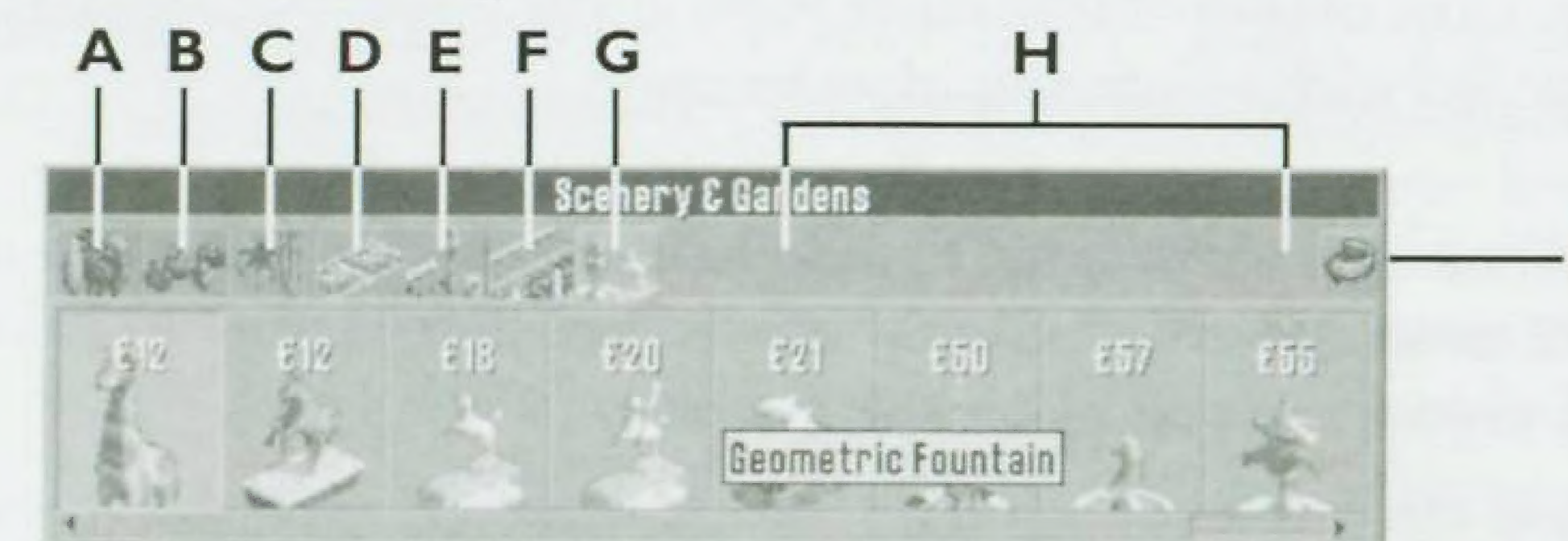
Thrill rides and junk food aren't the only things that make an amusement park great. Atmosphere is also tremendously important, and you must provide carefully planned landscaping and scenery to make your park guests happy. By creating a more appealing environment, you significantly add to the enjoyment your guests derive from the park, and you can also add intensity and excitement to your rides.

The **Scenery** window includes all of the decorative elements you can use to beautify your park. It has a number of tabs, each of which displays a different selection of scenery items. The tabs that are available to you depend on what scenario you are playing, and what your researchers have discovered.

TIP You can press the **White button** to remove scenery or paths while using any of the construction tools.



Click each tab to view and use the items in the corresponding window. The cost of scenery items varies by type. Click on a scenery object to select it, and then click on the landscape to place it in your park.



A. Trees – Trees take up one square of land and provide both shade and beauty to your landscape. Once you plant a tree, you must pay to remove it.

B. Shrubs & Bushes – Use shrubs, bushes and hedges to create pastoral gardens or decorative themes. Not all shrubs and ornaments take up a full square — some occupy only a half or quarter square. Once shrubs are in place, you must pay to remove them.

C. Tropical and Desert Trees – This category includes palm trees, cacti and other full-sun varieties. You must pay to place and remove these plants.

D. Gardens – Rock-bordered and filled with flowers, gardens come in a variety of colors, combinations and sizes. Once these are in place, you must pay to remove them.

E. Footpath Accessories – This tab includes such necessities as benches, litter bins, street lamps and signs. These are vital to your park's efficiency and cleanliness, and to the comfort of your guests. You can only build these accessories on footpaths — benches only on the flat sections. You neither get a refund nor pay a fee when you dismantle these objects.

F. Fences and Walls – Fences, hedges and other decorative boundaries are perfect for edging paths, rides and scenic gardens. These are always placed on the edge of a land square, and you can create double walls (or fences) in adjacent squares. Since fences do not fill an entire square, you can often place another item of scenery quite close to it. You neither get a refund nor pay a fee when you remove these objects.

TIP Many guests prefer to sit when they eat. Provide a good supply of benches conveniently located near any collection of food stalls.

G. Statues and Fountains – Use these decorative structures to add a bit of flair to your scenery. You recoup a bit of cash by removing statues and fountains.

H. Theme Scenery – If you instruct your researchers to think about Scenery & Theming, they will eventually discover new ways for you to smarten up your surroundings. Themes appear under separate tabs in the **Scenery** window. Items fall into all categories, including signs, trees, shrubs, fountains, statues and fancy animated decorations. All in all, definitely worth your research dollars! Be sure to check back periodically to see what you've discovered.



TIP Scenery and theme items placed near the track can add to the excitement of a ride, especially when you create the illusion of an impending collision. Tracks that cross over or under other parts of your park — footpaths, terrain, other rides and such — are also more exciting.

I. Rotate — Click here to rotate an item before you place it. The items in the **Scenery** window will rotate to show their new orientation. Some items will automatically orient themselves when placed in your park.

Recolor — You can recolor some items, including some signs and theme objects. To change the color properties of an object, first select that object and then click on any of the **Color** buttons to display a color palette. Choose a color, and certain elements of the object in the **Scenery** window will change to that color.

How to Place Scenery

Putting scenery in your scene is simple:

1. Select the item you want to add to your landscape.
2. Recolor the object, if necessary.
3. Click on the **Rotate** icon to orient the object, if necessary.
4. Move the cursor to the area where you want to place the object. Press the **A Button** to place the object in your landscape.
5. You can demolish scenery and paths that are in your way by pressing the **White button** while your cursor is over the object on the landscape that you want to remove.

Footpaths and Queue Lines

You will get to know the **Footpaths** window well during your *RollerCoaster Tycoon* career. The humble footpath is the lifeline of your park — without proper paths, your guests can't find your park attractions, and without proper queue lines, guests can't ride your rides.

Placing basic paths is as simple as clicking a connected line of squares on your landscape. Raised paths and tunnels are somewhat trickier, but not that difficult once you get the hang of it. Press the **B button**, and then select the **Footpaths** and **Queueing Areas** icon to open the **Footpaths** window.

TIP Keep the distance between attractions short, so that no guest has the opportunity to become bored or overly tired while walking from one attraction to another. When a long walk is inevitable, provide benches along the way, especially at the top of hills.



Path Types



The top left and top center icons in the **Footpaths** window let you choose the type of path to build.

A. Queue Lines — These are used to connect a ride Entrance to the main path. You should not use a queue line for any other purpose, as it might confuse your guests. Every ride must have at least one section of queue line attached to its Entrance. The more popular the ride, the longer its queue line should be. The first section of queue that you place adjacent to an existing path becomes the entry to the queue line.

B. Footpaths — These give your guests a way to move between areas of your park. Use them to connect virtually everything in your park.

Clicking and holding either the **Queue Line** or **Footpath** icon displays your current choices of path styles. Clicking the top right icon lets you select the style of supports if you are building elevated paths.

Click on the path type, then move your cursor over the style you want and release the mouse button to select that style.

TIP Provide transport rides from point to point (every point near a ride) around the park. This will lighten the traffic load on your path system and give tired guests an alternative to walking.

Building Paths



At the bottom of the **Footpath** window are two icons that allow you to specify the path building mode.

A. Conform to Ground — This is the default path-building mode, and lets you build footpaths on flat and diagonally sloped land, but not on irregular surfaces. To place a path segment, position the cursor where you want a new (or differently paved) path, then press the **A button**. Press the **White button** to remove existing sections of a footpath.

For longer paths or large sections of pavement, you can hold the **A button** and drag the cursor over the terrain by using the **left thumbstick**. Release the **A button** when you're finished. You are charged for every path section you place, and receive a partial refund when you remove a footpath or queue line.



B. Free Path – This allows you to construct supported paths that defy the slope of the land. Use this mode to create raised paths, bridges, tunnels and piers. The higher or lower you build a path, the more expensive each section. You are refunded a standard rate when you remove a path, no matter what it cost to place it originally.

To build an elevated path or tunnel, click on the **Free Path** icon. Your cursor will become an outline square with a yellow arrow in it.

Move your cursor to a side of the outlined square to make the arrow point toward it. This is the direction that the first path piece will face when you press the **A button**.

Position the cursor on the square you want to build from, not on. For example, if you want to build a queue line attached to an elevated ride Entrance, position the outline square on the Entrance and move the cursor until the yellow arrow points away from the Entrance.

Once you press the **A button** to place the first piece, several new icons become available.



A. Directional Arrows – These determine the direction of the next section you build. To change the direction of a path segment, click on the appropriate arrow icon. The path will highlight to show you what the next segment will look like when you place it.

B. Change Slope – The three slope icons control the inclination of the next section of path. If no next section of path appears (you see only the pointer arrow), it means that you cannot build the section with the slope you have selected in that location. You may need to click the **Demolish** icon to back up a step and alter the slope.

C. Add This – Click on this to build the next path section. Before you build, check the cost of the section listed at the bottom of the icon. The more support a section needs (the higher a bridge or the lower a tunnel), the more expensive it is to build.

D. Demolish – This removes the path section you have just built — not the highlighted section (which isn't built yet). You can also use the White button to remove sections of any type of path, as well as most objects in your way.

Ride Construction

It goes without saying that the main reason guests visit an amusement park is for the rides. Serene scenery, themed gardens and nicely laid footpaths help keep guests happy, but the rides are what it's all about. Remember, variety is the keyword in building rides. After all, would you visit a park that had fifteen Merry-Go-Rounds and nothing else?

Press the **B button** and select the **Build New Ride / Attraction** icon to open the **New Rides & Attractions** window. This contains the tools you will use to construct everything from restrooms to roller coasters.



The **New Rides & Attractions** window tabs correspond to the categories of rides and attractions. Click on a tab to see what rides are available to build in each category. Note that as you complete research projects, new ride types might be added to a category.

Within each category, you can select the picture of each type of ride to get more information. All the pertinent details on the attraction you select appear in the lower half of the **New Rides & Attractions** window. Among other important data, this read-out always includes the approximate cost of construction.

TIP Elevated rides allow your guests to see other rides and areas of the park, which can spark interest in visiting them.



A. Transport Rides – These slow-paced people-movers include miniature trains, monorails, cable cars and the like. You can (and are sometimes required to) build multiple stations as destination points. Use transport rides to give guests a scenic view of your park attractions while ferrying them from one location to another. (If guests have to walk too much they can get overly tired and cranky.)

TIP A transport ride is a great way to ferry guests to and from a newly opened area of the park to which you want to draw interest. As an added benefit, you can sometimes charge them to get there!

B. Gentle Rides – These low- and no-thrill rides are suitable for all guests. The Ferris Wheel and Merry-Go-Round are examples of gentle rides. Most gentle rides do not involve custom design and tend to take up less space than more intense attractions.



C. Roller Coasters – These are the big draws of any successful park. Wooden and steel coasters are only the beginning. Depending on the scenario and your research, you could have access to many types of coaster technologies designed to twist the lunch from your brave guests' guts.

TIP Riding less intense rides near a coaster can often help guests get up the nerve to ride the more extreme attraction. Consider surrounding a roller coaster with less intense rides.

D. Thrill Rides – These fill the intermediate range in intensity between mild rides and roller coasters. This category can include the kind of swinging and spinning belly-churners found at your average county fair, as well as old-time favorites like bumper cars.

E. Water Rides – Especially in a hot climate, there is nothing better than a ride that gets your guests all wet. Water rides include everything from rented rowboats to wet and wild water slides.

F. Shops and Stalls – Your park will need a number of non-ride facilities, including food stalls, souvenir shops, information booths and, of course, restrooms.

Building a Ride

Ride-building is covered in detail in the in-game Tutorial. Here's a brief rundown of the necessary steps involved:

1. Press the **B** button and select the **Build New Ride / Attraction** icon to open the **New Rides & Attractions** window.
2. Using the tabs, choose a type of ride.
3. Select a ride by selecting its picture.
4. Click on the **Build This** icon in the lower right corner.
5. There is at least one standard design available for every type of roller coaster, as well as some gentle rides and water rides. When you select a ride with more than one version available, the **Select Track Design** window pops up. Click on a design name to see a summary of its statistics. The three icons in the bottom of the **Select Track Design** window let you see more detailed statistics, see an image of the track design, or rotate the track design before you put it in your park. Click on **Build Custom Design** to open the **Ride Construction** window.
6. Determine the location and orientation of the ride, then click the spot on the landscape where you want to build it. For some rides, building is a single-click process; for others, like custom-designed roller coasters, building can take some time.
7. Place the Entrance and Exit for the ride.
8. Create a queuing line to attach the Entrance to a path, and connect a path to the Exit.



9. Test the ride, set an admission price, give it a name and determine its operating characteristics.

10. Open the ride.

TIP Start Small. Time ticks by at an easy pace in *RollerCoaster Tycoon*. Don't spend too much cash on a big, fancy ride before you know your park can draw a crowd.

Ride Construction Window

The icons in the **Ride Construction** window differ depending on the type of ride you are building. Here is a brief explanation of what the icons do:

A. Direction Arrows – Click on an arrow to specify the shape of the next piece you will place.

B. Special Section – Select from this menu to add a special track piece or element to your ride. Selections vary with the type of ride you are building, as well as the slope you are on and the piece you just built. Possible choices include brakes, on-ride cameras, loops, corkscrews, S-bends, station platforms and more.

C. Slope – Click here to specify the slope of the next track segment.

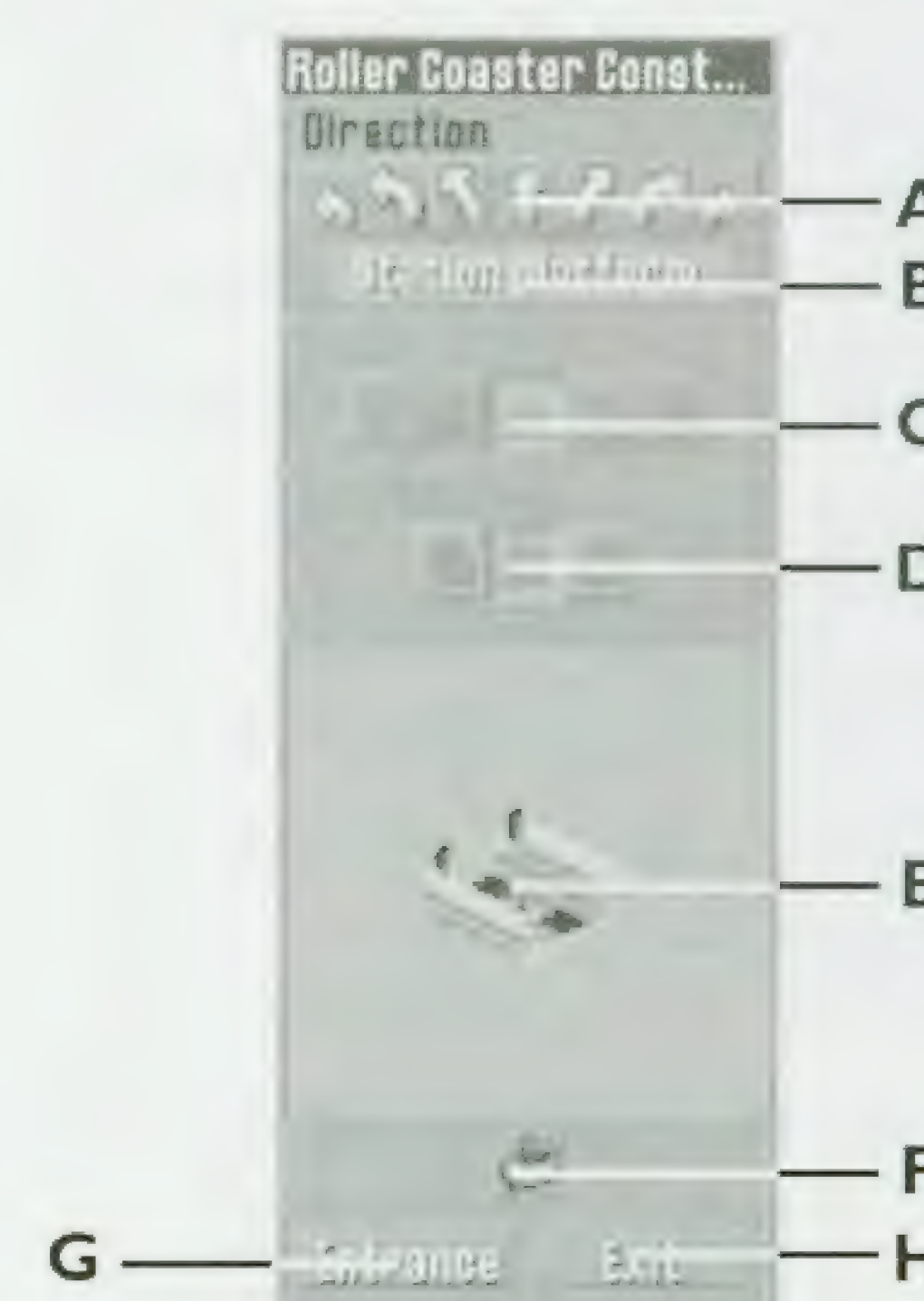
D. Special Functions – Special ride functions, such as banked curves and seat rotators, will sometimes appear in this area of the **Ride Construction** window, depending on the type of ride you are building.

E. Build This – Click here to add the next piece to your track, signified by the highlighted piece outline in the **Main View**. Click the forward or reverse arrow icons to move between placed track pieces. The currently selected track piece will be highlighted.

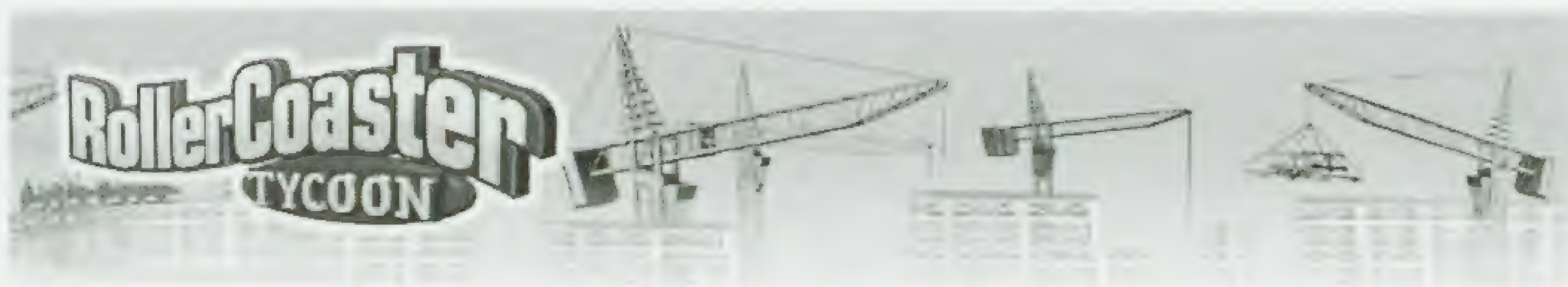
F. Rotate – Click this icon to rotate the piece of track before you place it.

G. Entrance – Click here to place an Entrance building. You must place the Entrance adjacent to a segment of station platform. This option is chosen automatically as soon as you place a pre-built ride.

H. Exit – Click here to place an Exit building. You must place the Exit adjacent to a segment of station platform. This option is automatically chosen after you place a ride Entrance.



TIP You can quickly select any track segment by moving your cursor over it and pressing the **White** button. A ride must be closed before you can work on it.



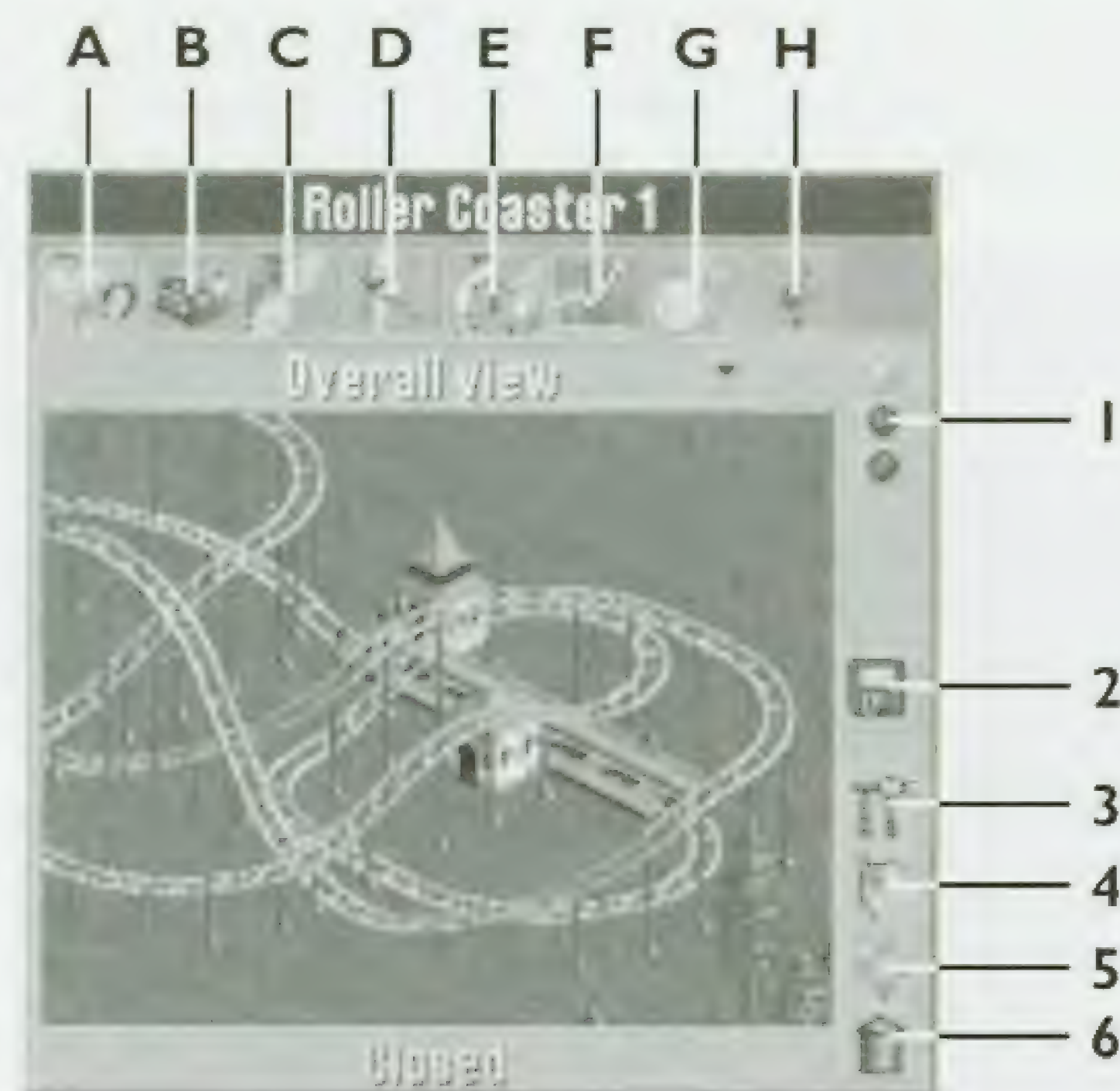
TIP Drink stands are more popular when placed near food stalls that sell thirst-inducing products — salty things like popcorn, for example.

Caring for Your Rides

Every ride in your park has a **Ride** window associated with it. This window opens automatically as soon as you finish constructing a ride. You can also open a **Ride** window by clicking on a ride in the **Main View**, or by selecting its name from the **Rides / Attractions** window.

Different rides have different features, and statistics. Below are all available elements in the **Ride** window.

A. View – This window displays various views of the ride you are working with. You can view by car or ride section using the drop-down menu below the row of tabs. There are five icons on the right side of the **View** window, indicated by numbers in the above screen:



1. **Open / Test / Close** – After you build a ride, you must test it to see if it is safe to open to the public. Testing a ride also lets you (and your guests) know how intense, exciting and nauseating it is. (Not all rides require testing. Those that don't simply have the options to Open and Close.) Click on the red light to close a ride, the yellow light to test it, and the green light to open it.
2. **Save Track Design** – After you have tested a ride you can save it and use it in a future park. It will appear as a pre-built ride under the appropriate category of ride.



3. **Construct** – This opens the **Ride Construction** window and lets you continue work, adjust the Entrance and Exit, or make changes or repairs. You must close the ride before you can work on it.
4. **Name** – Give the ride a worthy monicker.
5. **Snap-To** – Shift the **Main View** over to the ride's segment or car displayed in the **View** window.
6. **Delete** – WARNING! This will destroy your ride (but you may get some money back for it).

B. Description – This tab contains the ride description and capacity. This is also where you can set the number of cars on some rides, as well as variables, such as whether a ride starts with cars reversed.

C. Mechanics – In this tab you can set a number of mechanical options, depending on the type of ride. Options can include minimum and maximum waiting time guests encounter, whether to wait for a full or partial load, whether to synchronize with an adjacent ride station (for race-type rides), how fast to run the lift hill, and more.

D. Color / Style – Click here to paint your ride, color the cars, and set the style of the Entrance and Exit. Click the color icons to adjust associated parts of the ride and cars. You can paint a coaster in various color schemes by using the **Paintbrush**. Click the **Paintbrush** icon, select a color, then click on track parts in the **Main View** to recolor them using the currently selected scheme.

E. Ride Statistics – These are elements that will let you know if you have a mild or an exhilarating ride. Not all rides have the same type of stats.

- **Excitement** – How much fun a guest will have.
- **Intensity** – How extreme the gravitational forces of the ride are.
- **Nausea** – The level of queasiness the riders will experience, and an indication of how much lunch you can expect guests to lose just outside the ride.
- **Max. Speed** – The top speed.
- **Average Speed** – The average speed over the length of the entire ride.
- **Ride Time** – How many minutes the ride lasts.
- **Ride Length** – The length (distance) of the ride.
- **Maximum Positive Vertical Gs** – The maximum gravitational force exerted on a rider.
- **Maximum Negative Vertical Gs** – The maximum negative gravitational force exerted on a rider.
- **Total Air Time** – The amount of time a rider experiences weightlessness.
- **Inversions** – How many times riders can expect to be flung upside down during the course of the ride.



F. Graphs – This tab lets you watch a real-time graph of the physics of your rides in four categories: Velocity, Altitude, Vertical Gs and Lateral Gs. On coasters, this is used to identify what spots may need banking pieces to make the ride less intense.

G. Financial Data – Click here for a snapshot of the ride's income, running costs and profits. If you are playing a scenario where you charge admission to individual rides, this is where you set the ticket price.

H. Guest Data – This tab contains statistics related to guests, including how many customers have ridden it, its popularity, queue time, and more. There are three icons on the right side of this window that let you bring up windows related to guests thinking about the ride, riding the ride and standing in line. You can also set the type of music played on the ride, or turn music OFF.

RUNNING A PARK

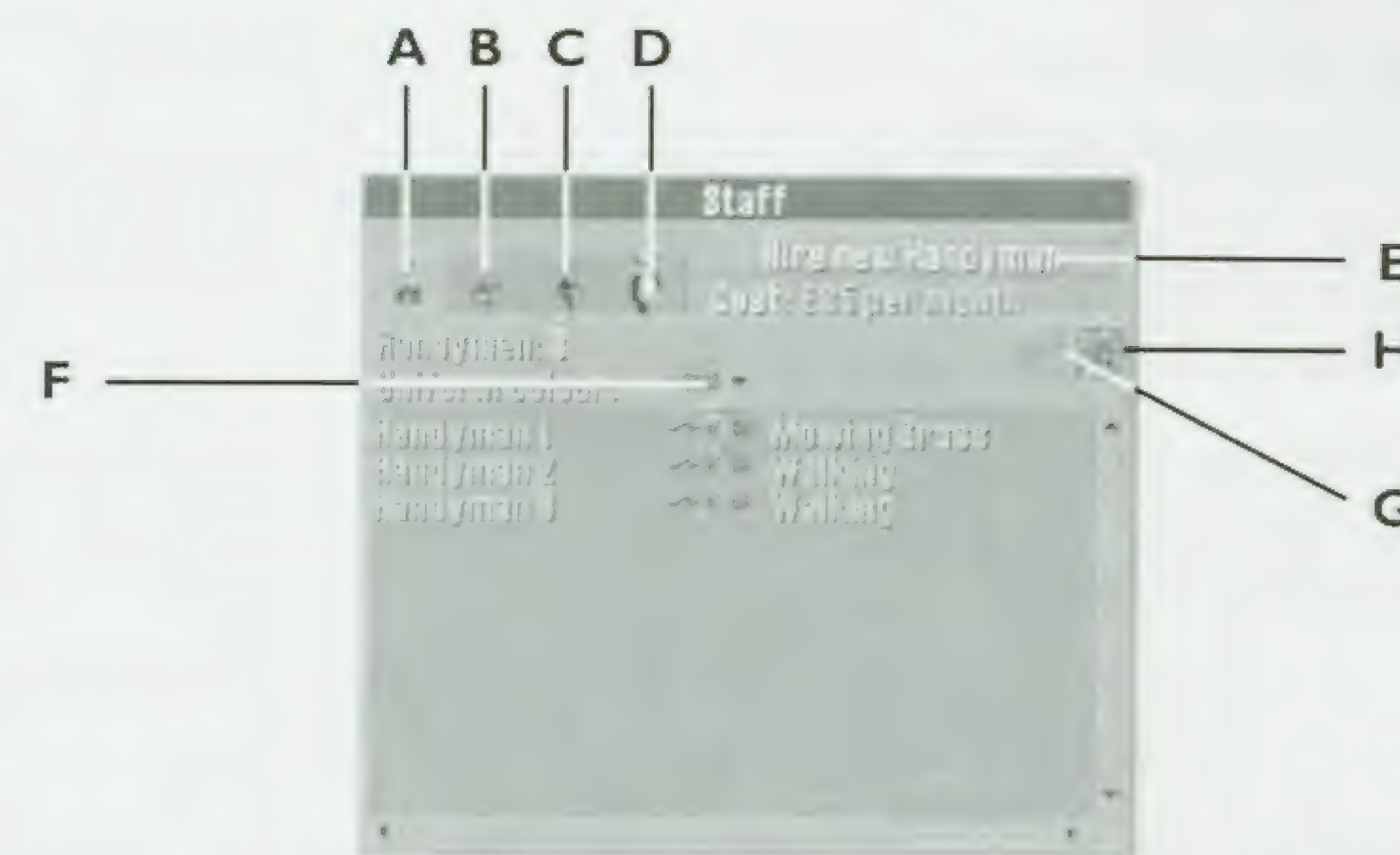
Building the park is the part of the job that allows you to flex your creative muscles, but that's only half the job. In order to be a successful tycoon, you must both maintain what you've built and manage the business of the park.

Staff

The day-to-day operations of your park can be quite overwhelming. You are responsible for the maintenance of complex machinery that — if something goes terribly wrong — could injure or even kill innocent park guests. The park is overrun daily by hundreds of visitors, and you've got to prevent the less civilized among them from making a mess, breaking things, and ruining the experience for the rest. It seems like quite a task, and it is, but luckily you've got a dedicated staff at your service who, with a little management, will mind the details for you.

Hiring Staff

There are four types of employees to help you manage daily operations. Press the **X button** and select the **Staff** icon to open the **Staff** window, where you can hire and manage park employees.



A. Handyman – These tireless workers help empty the trash bins, mow the grass, water the gardens, and, most importantly, keep your paths puke-free!

B. Mechanic – Hire a mechanic to keep your rides running smoothly, reduce the chance of a breakdown or accident, and fix a ride should it malfunction.

C. Security Guard – There always seems to be a bad apple in every bunch. Hire Security Guards to deter the hooligans, who would otherwise cause problems like breaking benches.

TIP When vandalism does occur, the best course of action is simply to replace the damaged elements of the park. The longer you leave vandalized objects around, the more it will upset your guests.

D. Entertainer – There's nothing like waiting in a long line to make a guest grumpy. Hire an entertainer to keep visitors amused, and assign him to patrol at or near the Entrance to a ride.

E. Hire – This puts a new employee on the payroll and opens the **Worker** window associated with him.

F. Color – This icon lets you change the appearance of your workers' uniforms.

G. Path – This icon helps you keep track of where you have assigned your staff to patrol (see Patrol on page 26 for information on how to set paths). Click on this icon to display the areas that you have assigned particular staff members to patrol. Patrol areas will be highlighted in the **Main View**. Click on a highlighted area in the **Main View** to open the **Worker** window associated with the staff member assigned to that area.

H. Mini-Map Button – Click on this to open the **Mini-Map** window, where employees are represented by pulsating dots.

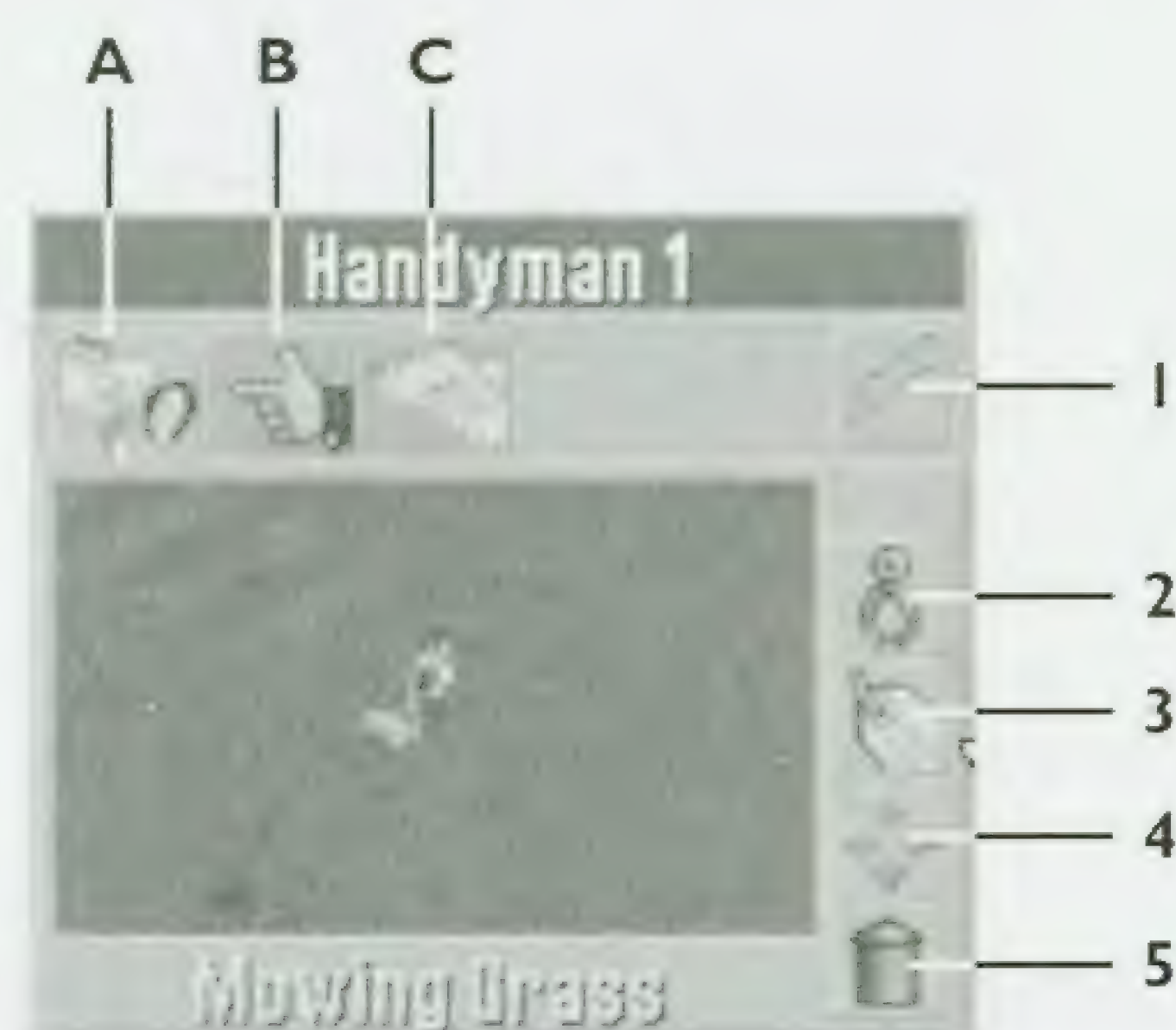
TIP If you are going to assign paths to your workers (and you should!), be sure you don't leave any areas completely unpatrolled. It's amazing how disgusting a path can get if no handyman ever bothers to sweep it.



Managing Staff

Use **Worker** windows to oversee and direct your staff. You can open a **Worker** window by clicking on one of your staff (in the landscape display) or selecting him from the list in the **Staff** window. The title bar shows the worker's name (you can rename him). There are three tabs, each of which opens a useful display.

A. View – This tab shows you an up-close view of the worker as he performs his duties throughout the park. This window has five icons on the right side, indicated by numbers on the screen below.



1. **Patrol** – Click on this icon to confine an employee's duties to a specific area of the park. While this icon is depressed, assigned patrols for all of that staff type show up as a highlighted grid in the **Main View**. Other workers' patrols are outlined by a gray grid; the current worker's patrol is outlined by a blue grid. Click on the landscape to mark the area you want the worker to wander.
2. **Grab** – Click on this to pick up the worker and move him to a specific place.
3. **Rename** – Click here to rename this worker.
4. **Snap To** – This icon centers the **Main View** on the worker's current location.
5. **Sack** – Click here to terminate the worker's contract and end his employment with the park.

TIP The Grab icon is the fastest way to get a Handyman to the scene of a mess, but it is not helpful for getting a Mechanic to fix a broken ride. When you pick up and move a Mechanic, you cancel his current assignment. To make your Mechanics more efficient, assign organized patrols to them. Keep in mind, however, that a Mechanic will not leave an assigned patrol area to fix a broken ride.



B. Orders – This tab lets you control specific tasks for each staff member. Click the box next to a task to make it part of that worker's duties. A checked box indicates that staff member will do that job.

- Handymen have four possible jobs: sweep footpaths, water gardens, empty litter bins and mow grass.
- Mechanics inspect and repair rides.
- Security Guards' jobs are so straightforward that you need not and cannot give them any orders.
- Entertainers simply change costumes. Click the drop-down menu in the Orders tab to tell them what to wear.

C. Statistics – This tab gives you information on the employee's monthly wage, when he was hired, and what he's been doing since you hired him.

Managing Rides and Facilities

Once your rides are up and running, you'll appreciate the **Rides & Attractions** window, which provides a one-stop spot for dealing with all the rides and facilities in your park.



The **Information Type** drop-down menu lets you change the information displayed in the information column. Information listed varies, but can include:

- **Status** – How many people are on the ride, and whether it is broken or running.
- **Queue Length** – How many people are waiting in line for the ride.
- **Queue Time** – How long people are waiting before getting on the ride.
- **Popularity** – The percentage of guests who choose to ride a ride after considering it.
- **Satisfaction** – The rating given a ride by guests after they ride it.



- **Reliability** – Percentage that the ride is in operation.
- **Down Time** – Overall time the ride is spent broken down.
- **Profit** – How much a ride is earning or losing.

Click on the **Sort** icon to sort the list according to the **Information Type** you've chosen. Click on the green light to open all rides. Click on the red light to close all rides.

Caring for Guests

The satisfaction of your park guests is probably your most vital concern. Happy visitors stay in the park, spend more money, and (through reputation and word of mouth) draw other guests to your site. Unhappy guests leave with cash in hand.

How do you know what your visitors are thinking and feeling? As manager, you have access to powerful polling and reporting tools that let you monitor the thoughts and actions of every guest in your park. There are plenty of ways to get this data, and the **Guest** window associated with each of your visitors is probably the best. This window is also handy for corralling the occasional stray guest.

TIP Provide something for everyone. Yes, roller coasters are the focus of the park, but not everyone enjoys riding them — and even those who do want to ride something else now and again. Maintain a balance of rides running the gamut from mild to intense, and you will maximize the number of people you satisfy. Variety is the key if you want to appeal to a wide spectrum of customers — and you do.

Individual Guest Window

The simplest way to open a **Guest** window is to click on any park visitor in the **Main View**. You can also open individual **Guest** windows by clicking on a name from the **Guest Summary** window, which you can open by pressing the **X** button and selecting on the **Guest** icon.

The title bar shows the guest's assigned name (you can rename them if you like — see next page).

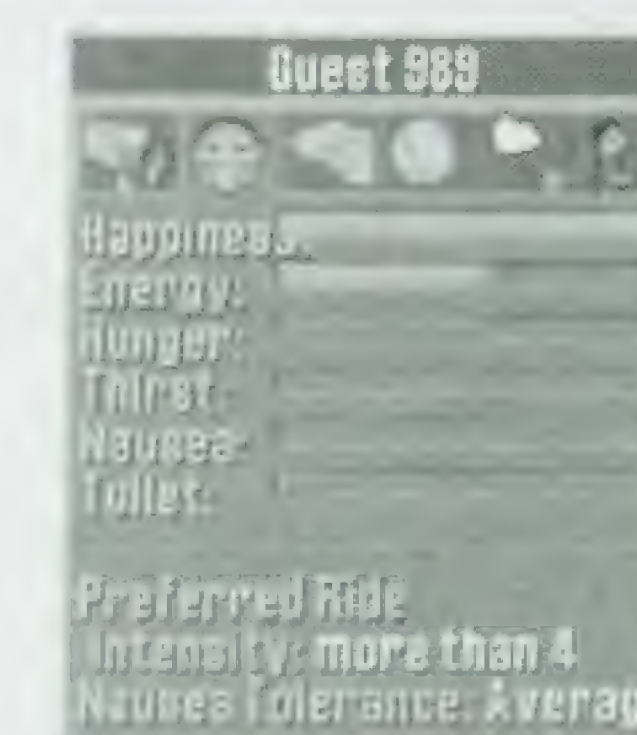


A. View – Shows a close-up view of where the guest is in the park. There are four icons available on the right side of the **View** tab, indicated by the numbers in the screen above.

1. **Move** – This icon lets you pick up and move a guest. This is helpful when you want to relocate someone who is lost.
2. **Name** – Guests come in with names, but you can call them whatever you want. Click here to rename any guest.
3. **Snap To** – Click here to center the Main View screen on this guest's current location.
4. **Tracking** – Click on this icon to turn tracking ON or OFF for this guest. When tracking is ON, this guest's actions, such as entering or leaving a ride, are reported in a message at the bottom of the Main View.

TIP Don't let guests stay lost — a visitor who wanders away from the main attractions is not having fun. Maps of the park can prevent this, and a sharp-eyed park manager (you) can spot and retrieve lost guests.

B. Stats – There are a lot of thoughts and emotions running through your guests' little brains. (Each guest enters the park with their own unique combination of feelings and desires.) This tab gives a closer look at levels of Happiness, Hunger, Thirst, Nausea and more. It also lists his or her preferred ride intensity and nausea tolerance.



C. Rides – This shows how much a guest has ridden, eaten, drunk and bought, and his or her favorite ride.

D. Cash Info – Click on this tab to see how much money the guest has and where he or she has been spending it.

E. Recent Thoughts – Use your incredible mind-reading powers to see what the guest really thinks about the park!

F. Carrying – This tab lists what the guest is currently carrying.



Guest Summary Window

The **Guest Summary** window is a good tool for getting a quick snapshot of where you are doing things right (and wrong) in your park. It contains a summary of Actions and Thoughts for individuals or groups of people in your park. To open the

Guest Summary window, press the **X** button and select the **Guests** icon.

A. Guests – This tab shows an alphabetical listing of guests in the park. If you open the **Guest Summary** window using the **Guests** icon, this window displays all of your guests. If you open this window using a button from a **Ride** window (such as “Guests thinking about this ride”), it includes only those guests associated with that button. Click the drop-down menu to switch between Actions and Thoughts.

B. All Guests (Summarized) – Click here to see a summarized list of guest thoughts or actions, including the number of guests who are doing or thinking about a particular thing. Click the drop-down menu to switch between Actions and Thoughts. Click on a thought or action to list those guests in the **Guests** tab.

Click on the **Mini-Map** icon in the summarized tab to open the **Mini-Map** window. The guest or guests currently listed in the **Guests** tab are displayed on the map as bright, pulsating dots. Use this feature to help pinpoint where guests feel overcrowded, for example, or overly grossed-out about the state of the paths.

Other Guest Information

Every **Ride** window includes a **Guest** tab with icons that summarize what guests think about the ride, as well as what they are thinking about as they ride it or stand in line. Click on any of these icons to open the **Guests Summary** window.

Check your Park Rating on either of the Game Menus by pressing the **X** button or the **B** button. The Park Rating is displayed at the bottom of the menu. This rating (between 0 and 1,000) reflects your guests' overall impression — of ride design, park layout, tidiness, value, efficiency and more. This is a great barometer of your park's success or failure, although the rating will never tell you what a problem is, only that there is a problem.



Finances

Finances might not be the most glamorous aspect of *RollerCoaster Tycoon*, but ignore them at your peril. Face it — you can't build new rides and maintain what you've got if you've got no cash to do it. Sure, there's always the bank, but even the ultra-generous *RollerCoaster Tycoon* bankers will cut you off at some point.

Fortunately, managing money is simpler than you might suspect. Most of the detail work is done by reliable lower-level managers and accountants. Having all that expertise at your disposal does not, however, mean that you can ignore the bottom line. If you're not watching the store, no one else will do it for you.

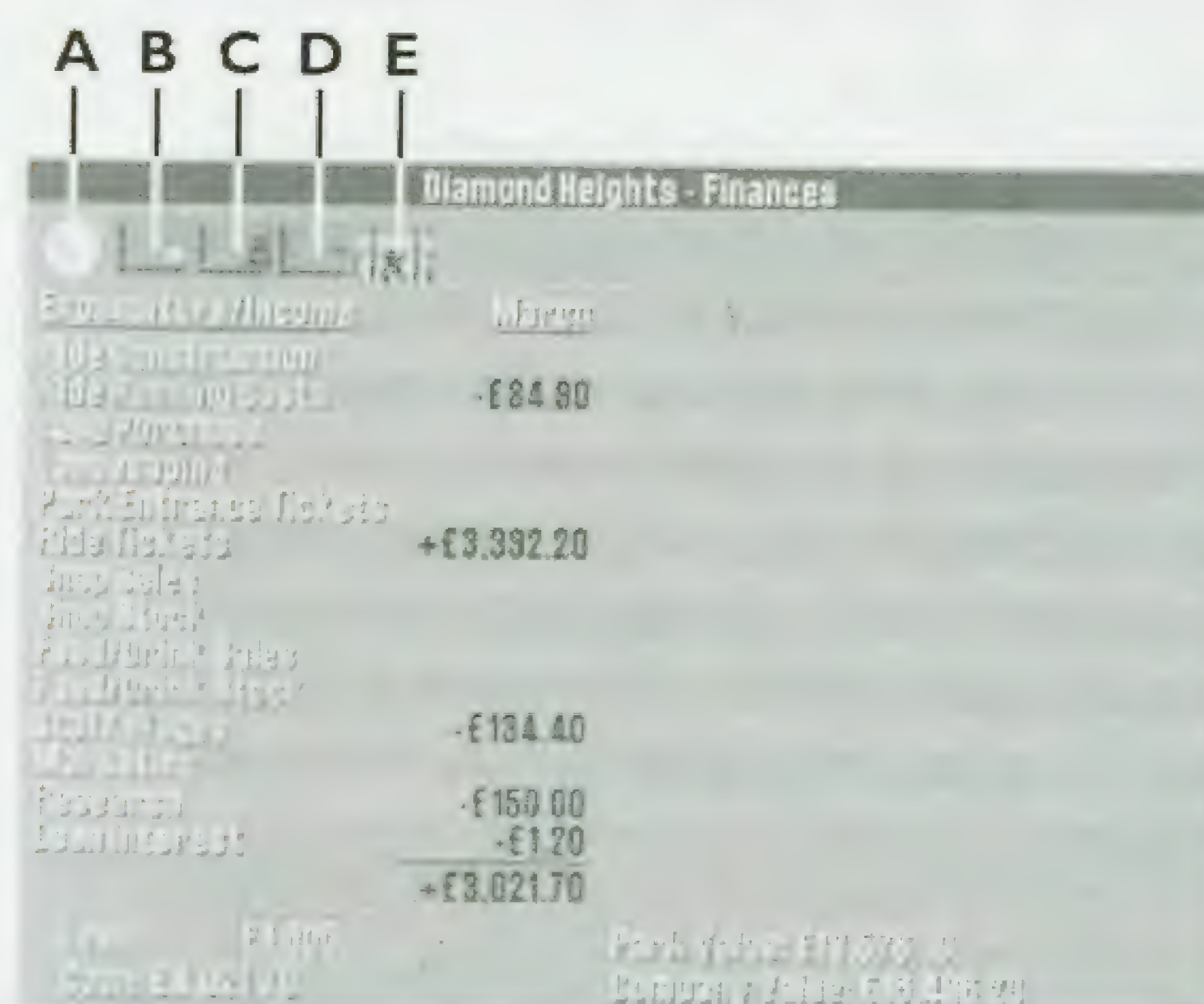
In each scenario, the park comes “as is” — you need not purchase the existing land and attractions, but you must pay upkeep where appropriate. You have borrowed a certain amount from the bank to make improvements to the park under your management. This loan constitutes your working capital, also called cash-on-hand (COH). That and whatever income you derive from guest spending in the park are your only sources of funding. What you spend on improvements, plus salaries and upkeep, are your expenditures.

TIP It can pay to monitor the weather and make adjustments to what you are selling, like raising prices or building a coffee stand when the temperature dips, or erecting more drink stands if the climate is hot.

Fiscal Reports

Park finances are not tricky — as long as you pay attention to where your money is going. Luckily for you, there are a number of reports to help you do so. Let's start with the most informative — those in the **Finances** window.

Press the **X** button and select the **Finances** icon to open the **Finances** window. It contains five tabs:



A. Financial Accounts – This includes a detailed monthly breakdown of your income and expenses. It is the most in-depth financial report; use it to track exactly where your money has come from and where it has gone. Click on the up and down arrows next to **Loan** at the bottom of this tab to borrow more money or pay off your current loan.

B. Cash Graph – This tab shows a graph of your COH, minus the total amount of your loan from

the bank, over time. The current total is noted at the top. Unless your COH exceeds the amount of your loan, this number is red to indicate that it is negative.



C. Park Value – Click here to see a graph of your park value — a somewhat elusive number calculated to reflect what the park is worth. The park value figure is derived from the value of the land and equipment owned, the quality and profitability of the rides and the park as a whole, and the park's overall public reputation, as determined by the Park Rating.

D. Weekly Profit – This graph shows your weekly profits, and is the most volatile of all the statistics presented here, because each data point reflects a relatively short time period. The Current Profit, listed at the top is an important indicator. If this is a negative number, it means you're losing money, and better start doing something about it.

E. Marketing – Marketing is used to get the word out to people who haven't come to your park yet. The **Marketing** window contains six marketing options, ranging from free vouchers to ad campaigns, with a price listed for each campaign. Click on a marketing campaign to open a window where you can set the number of weeks that you want the campaign to run, then click on a button to start the campaign.

TIP Marketing entices more guests to visit your park. But be careful, if you lure them in with a campaign, make sure you meet your end of the deal. For instance, if people come to the park because you run a "Half off the admission price" campaign and you don't have any admission price, they may feel cheated!

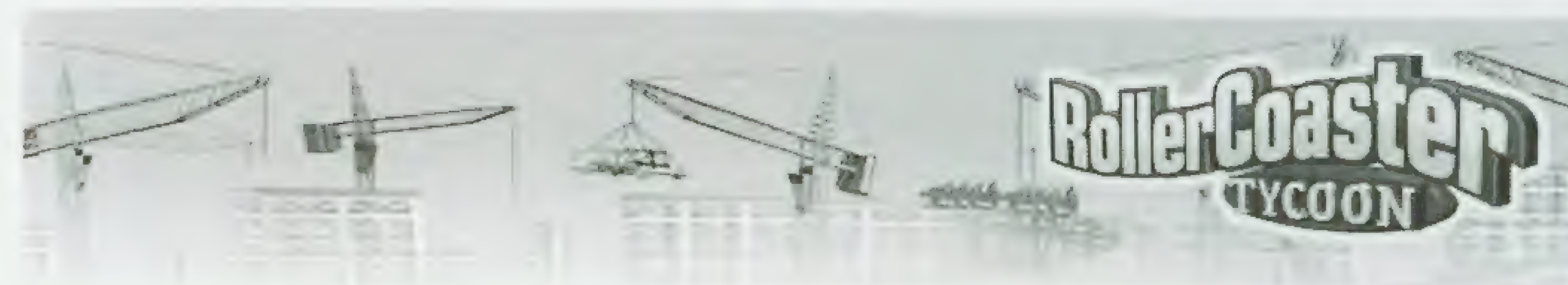
Research

There is usually more than meets the eye when you begin a scenario. Research will eventually reveal the hidden and extra elements that are not available at the beginning of a scenario. The more money you spend per month on research, the faster you will discover the other rides, shops, coasters and scenery that you can use to craft your amusement park.

Press the **X** button and select the **Research** icon to open the **Research** window, which contains two tabs. The **Current Research** tab shows what your scientists are currently developing and when they are expected to complete it, as well as the most recently developed ride or attraction. Click on the **Invention Details** icon to display this latest invention in the **New Rides & Attractions** window.

The **Research Funding** tab lets you set the monthly amount you spend on research (none, minimum, normal and maximum funding). You can also tell your scientists what to focus on. For example, you can dump all your research funds into discovering new water rides and scenery before the summer season begins.

TIP Novelty is king. A ride that is newly built and opened attracts more guests than one that has been running and available for a couple of years. Old rides just don't excite your guests as much as something fresh.



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Infogrames Interactive, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

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A faded, low-angle photograph of a wooden roller coaster track. The image captures the intricate wooden framework and the steep, looping path of the coaster. The perspective is from below, looking up at the track as it rises and then drops. The background is a bright, hazy sky, and some green foliage is visible in the lower left corner. The overall image has a soft, vintage feel.

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